



AN ANALYSIS *of* the ECONOMIC IMPACT *of* INDIAN GAMING in 2004



**NATIONAL
INDIAN
GAMING
ASSOCIATION**

Rebuilding
Communities
Through Indian
Self-Reliance

ABOUT NIGA: The National Indian Gaming Association (NIGA), established in 1985, is a non-profit organization of 168 Indian Nations with other non-voting associate members representing organizations, tribes and businesses engaged in tribal gaming enterprises from around the country. The common commitment and purpose of NIGA is to advance the lives of Indian peoples - economically, socially and politically. NIGA operates as a clearinghouse and educational, legislative and public policy resource for tribes, policymakers and the public on Indian gaming issues and tribal community development.

OUR MISSION: The mission of NIGA is to protect and preserve the general welfare of tribes striving for self-sufficiency through gaming enterprises in Indian Country. To fulfill its mission, NIGA works with the Federal government and Congress to develop sound policies and practices and to provide technical assistance and advocacy on gaming-related issues. In addition, NIGA seeks to maintain and protect Indian sovereign governmental authority in Indian Country.

NIGA EXECUTIVE COMMITTEE:

Chairman: Ernest Stevens, Jr.
Oneida Nation of Wisconsin

Vice Chairman: Gordon Adams, Jr.
Boise Fort Band of the Minnesota Chippewa Tribe

Secretary: Lynn "Nay" Valbuena
San Manuel Band of Mission Indians

Treasurer: Charles Colombe
Rosebud Sioux Tribe



**NATIONAL
INDIAN
GAMING
ASSOCIATION**

Rebuilding
Communities
Through Indian
Self-Reliance

224 Second Street SE
Washington, DC 20003
Phone: 800-286-6442
202-546-7711
Fax: 202-546-1755
www.indiangaming.org

TRIBAL GOVERNMENT GAMING

The Native American Success Story

An Analysis of the Economic Impact of Indian Gaming in 2004

CONTENTS:

Executive Summary	2
Introduction: Chairman's Letter	3
Opportunity	4
A Story of Survival	5
Indian Gaming Public Support and Visitation	7
Regulation	7
Revenue	8
Tribal Governmental Services, Infrastructure and Community Development	9
Employment and Job Creation	10
Increase in Federal, State, and Local Revenues	11
Economic Status of Indians	14
Tribal Economic Diversification	17
Good Neighbors	19
Continuing Challenges Facing Indian Tribes	21
Conclusion	22
List of Casinos	23
Endnotes	24



TOP: A police officer talks to children about the importance of safety at the Hmañ 'shawá Elementary School at the Ft. McDowell Yavapai Nation. (Photo courtesy of Ft. McDowell Yavapai Nation) MIDDLE: Children swimming in the pool of the Pueblo of Sandia's Wellness Center. The Wellness Center was constructed in 1995 and includes a full sized basketball court, weight room, therapy pool and spa, classrooms, dark room and physical therapy clinic. (Photo courtesy of the Pueblo of Sandia) ABOVE: Gila River Governor Richard Narcia presents two checks to the Tolleneson Fire Department.



Two girls from the Gila River Indian Community in Sacaton, AZ display hand-woven baskets.

1. Tribal government gaming in 2004 generated total revenues of approximately \$18.5 billion. *Important note: This number represents gross revenues, prior to the payment of wages, purchases of goods and services, debt retirement, etc.*
2. Tribal government hospitality, restaurant and entertainment enterprises related to the gaming industry in 2004 generated an additional \$2.5 billion in total revenue.
3. Tribal gaming and ancillary businesses have directly and indirectly created over 553,000 jobs.
4. Tribal government gaming and ancillary businesses in 2004 generated \$5.5 billion in Federal taxes (including employer and employee Social Security taxes, personal income taxes, corporate income taxes and excise taxes). Jobs created by Indian gaming in 2004 reduced Federal government unemployment benefits and welfare payments by \$1.4 billion.
5. Tribal government gaming and ancillary businesses in 2004 generated \$1.8 billion in state government revenue (including state income, sales and excise taxes generated by wages, vendor payments and purchases by Tribal gaming operations and related businesses, taxes on ancillary economic activity generated by gaming, and revenue sharing). Indian gaming also generated more than \$100 million for local governments as a result of local taxes and government service agreements.
6. In accord with the Indian Gaming Regulatory Act (IGRA), Indian Tribes use government revenue generated by Indian gaming to build basic community infrastructure, such as schools, hospitals, roads and water and sewer systems. Under IGRA, Tribal government gaming revenue is also used to fund essential government services, such as police and fire protection, education, health care, housing, child and elder care, cultural preservation and general welfare.



ABOVE FROM TOP: Boys from an Oneida Little League Baseball Team. Children swimming in the pool of the Pueblo of Sandia's Wellness Center. The Wellness Center was constructed in 1995 and includes a full sized basketball court, weight room, therapy pool and spa, classrooms, dark room and physical therapy clinic. School children receiving a tour of the Mashantucket Museum and Research Center.



“THE KEY TO DEMONSTRATING THE positive impact of tribal government gaming on our communities and our neighbors’ communities is to provide hard statistical data that measures its impact on *all* Americans.”

— ERNEST L. STEVENS, JR.

This year, we are celebrating the 20th anniversary of the National Indian Gaming Association. Over the past twenty years, the inspired vision, innovation and raw determination of our Tribal leaders and our member Tribes has played a significant role in helping to shape the future for American Indians nationwide. The great strides – economic, social and political – that Indian Country has made over the past two decades are astounding. But more importantly, a new, brighter vision for tomorrow is on the horizon.

This year, NIGA is releasing its second economic impact report. This report documents the impacts gaming has had in Indian Country for 2004. Its highlights include the many economic development projects, businesses and new jobs created by Indian gaming nationwide. Additionally, it showcases the increase in federal, state and local revenues that Tribal governments are contributing each and every day as good neighbors in their local communities. Moreover, it illustrates some of the necessities that are now being provided to Indian people by gaming revenues that had been historically funded by the Federal government – or not at all.

The key to demonstrating the positive impact of Tribal government gaming on our communities and our neighbors’ communities is to provide hard statistical data that measures its impact on *all* Americans. Each and every day, Tribes across this country are creating new jobs and fueling the economies of their states while building new schools, health clinics, housing, police and fire protection, as well as the many infrastructural needs of their communities. Additionally, Tribes are donating much needed resources to Indians and non-Indians alike across the country. To that end, America’s gaming Tribes contributed over \$100 million to philanthropy in 2004 alone. This shows that Native Americans are good neighbors and that we are concerned about the well being of future generations. It also represents one of the purposes of Indian gaming – providing for those in need.

In honor of NIGA's 20th anniversary we must remember and acknowledge the contributions made by tribal leaders who helped to establish NIGA and who continue to work everyday to protect the rights of Indian tribes and Indian people. Indian gaming is flourishing because of the work

and vision of the many tribal leaders through out Indian country. They understood that self-reliance creates a brighter future for our children and grandchildren. After 20 years of hard work by many people we are finally starting to realize that vision.

In closing, I invite you to celebrate our 20th Anniversary with us. Indian Country has realized incredible success over the past 20 years. This year will be a major milestone, and with your help, we will not only celebrate all that you have achieved, but also look forward to building upon those achievements over the next twenty years and more. We will continue to protect Tribal sovereignty, support Indian gaming and find new ways to better assist Tribes in their economic development efforts for the future. At NIGA, we look forward to working with our member Tribes to accomplish these goals.

*Ernest L. Stevens, Jr.
(Oneida Nation of Wisconsin)
Chairman, National Indian Gaming
Association*

FOR GENERATIONS THIS NATION'S FIRST AMERICANS

have lived in poverty and despair, many on small, predominantly rural Indian lands, victims of a tortured, genocidal history and a failed system of Federal paternalism.

Tribal government gaming on Indian lands is dramatically changing life for many of the more than 4.1 million American Indians in the United States. It has proven to be the first and most effective tool for economic development on sovereign, Tribal government lands.

Gaming generates several billion of dollars in Tribal government revenue annually to provide essential government services to hundreds of thousands of Native Americans. It is helping Indian nations build strong and diversified economies. Gaming is creating hundreds of thousands of jobs for Indians and neighboring non-Indians. Gaming has enabled many Tribes to become an economic engine, contributing to the prosperity of those on and off the reservation, generating Federal, state and local taxes, employment and economic development in nearby cities and counties.

Gaming has given Tribal leaders the opportunity to acquire the knowledge, skills and self-confidence needed to build strong Tribal governments and, for the first time in generations, provide for the health, education and welfare of their people. It has restored to American Indians a sense of pride and self-respect. It is help-

ing Indians recapture their past, preserve their culture and ensure their future.

"It's time to step up to the next phase in the Indian gaming business," says Bobby Barrett, vice chair of the Mission Viejas Band of Kumeyaay of California. "We are establishing alliances and partnerships with other mainstream, non-gaming business organizations, taking an interest in other issues that affect the quality of life in this state, and developing more mutually respectful government-to-government relationships with state and local governments.

"We operate not only casinos," Barrett continues, "but also hotels, restaurants, lounges, banks, spas, golf courses, transportation services, and a whole range of other diverse but vertically integrated activities."

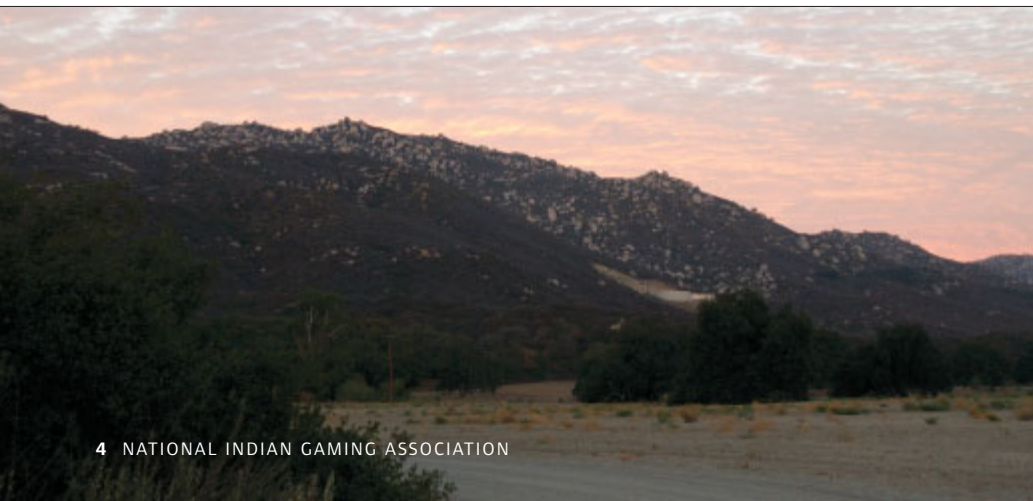
There are challenges ahead. For many American Indians, poverty, disease and premature death remain the hard realities of life.

"Tribal government gaming has been a major catalyst for community growth and economic development, generating revenues for tribes like no federal stimulus effort ever has before," says Stevens. "After decades of poverty and high unemployment on often geographically remote

reservations, Native American people now see gaming as an integral part of tribal economies and a way to promote economic self-sufficiency for current and future generations."

Yet, even with our progress, we never forget that for most Indian tribes Indian gaming is simply a catalyst - a way to create jobs and spark economic activity, but in rural areas, unemployment and poverty continue to be unacceptably high. For example, while the Rosebud Sioux Tribe has a small casino that generates over 200 jobs, our NIGA Treasurer, Rosebud Sioux President Charles Colombe, often spends his time trying to alleviate the poverty of some of his most distressed tribal members.

"Last Christmas, we worked with our Indian kids in court ordered foster care - 254 kids who didn't have much hope for a nice holiday," he said. With NIGA's help, the Tribe got together with the Anne E. Casey Foundation, set a goal, and started working. We started asking questions. 'What sort of sneakers do you get for a 12-year-old boy?' 'What's the right size coat for a nine-year-old girl?' President Colombe explains. We had people travel to the sales in Rapid City with a specific shopping list, with the sizes of all the children. Back home, we had 240 families working for us at the busiest time of their year. We had grandparents wrapping presents right alongside small children. Even though we don't have much, when we all work together we create a brighter tomorrow for everyone." In short, even with the progress that we have made, as American Indians we face many challenges ahead.



AMERICAN INDIAN NATIONS AND TRIBES comprise the indigenous peoples of the United States, endowed with inherent rights of sovereignty and self-governance.



ABOVE, LEFT: Elders from the Mille Lacs Band of Ojibwe in Onamia, MN at a celebration in the District 1 Community Center. ABOVE, RIGHT: Women from the Viejas Band of Kumeyaay Indians weaving baskets.

The United States Constitution acknowledges the sovereign status of Indian Tribes in both the Treaty Clause and the Commerce Clause. Pursuant to the constitution, the United States entered into more than 300 Indian treaties that guarantee tribal rights of self-government. The first Indian treaty, entered into in 1787 with the Delaware Nation, created a vitally important military alliance during the Revolutionary War.

The government-to-government relationship between the Federal and Tribal governments is the cornerstone of Federal Indian policy today. For example, Presidential Executive Order 13175 (2000) states: “Our Nation... recognized the right of Indian Tribes to self-government. As domestic dependent nations, Indian Tribes

exercise inherent sovereign powers over their members and territory.”

Genocidal government policies in the 1800s devastated Indian Tribes. The Indian population in the United States plunged from as high as 15 million before Columbus to only 250,000 by the end of the Indian wars at the close of the 19th Century. Despite U.S. treaty pledges to protect Indian reservations, from 1886 to 1934 Indian Tribes lost more than 90 million acres of land. By the beginning of the 20th Century, Indian Tribes held only 48 million acres in the lower 48 states, much of it unproductive desert or arid land. During the 19th Century, the United States destroyed traditional Indian economies through war, removal, reservation policies, land theft and destruction of native

species. General William Tecumseh Sherman ordered the U.S. Army to issue free bullets to white hunters to kill the buffalo herds because destroying the Native American food supply made it easier for the United States to confine Indian Tribes to smaller and smaller reservations. General Sherman expressed his deep disappointment over the fact that, were it not for ‘civilian interference,’ his army would have ‘gotten rid of them all’ and killed every last Indian in the U.S.”¹

Indian Tribes in California were removed from lush agricultural lands to rocky outcroppings at the edge of the mountains or desert. As the Supreme

Continued

MAP OF AMERICAN INDIAN GAMING ENTERPRISES



TRIBAL GOVERNMENT GAMING has created more than 553,000 jobs nationwide. Indian gaming in 2004 generated \$18.5 billion in gross Tribal government revenues.

Court noted in the *California v. Cabazon*, 480 U.S. 202, 220 (1987), California Indians were left with reservations that “contain no natural resources which can be exploited.” Throughout most of the 20th Century, American Indians across the United States suffered from poverty, unemployment, disease and premature death.

With little or no economy or tax base, Indian Tribes in the late 1960s and early 1970s turned to Indian gaming to generate government revenue. The Supreme Court in *California v. Cabazon* ruled that Indian gaming was crucial to Tribal self-determination and self-governance because it provided Indian Tribes with the means to generate government revenue needed to fund essential services and provide employment for Tribal members. In 1988, Congress

enacted the Indian Gaming Regulatory Act, 25 U.S.C. secs. 2701 et seq., affirming Tribal government authority to use Indian gaming “to promote Tribal economic development, Tribal self-sufficiency and strong Tribal government.”

There are 4.1 million American Indians in the United States, about 1.5 percent of the nation’s population.² There are 567 federally recognized Indian Tribes in the United States, including 226 Alaska Native villages and 341 Indian Tribes in the lower 48 states. Two hundred twenty three Tribes in 28 States operate 411 Indian gaming facilities for the purpose of generating Tribal government revenue. Only two of the 223 Tribes are Alaska Native villages.⁴ Roughly 65 percent of Indian Tribes in the lower 48 states use Indian

gaming to generate governmental revenue. (As a comparison, 78 percent of the 50 states and the District of Columbia use state lotteries to generate government revenue.)

Tribal government gaming has created more than 553,000 jobs⁵ nationwide. Indian gaming in 2004 generated \$18.5 billion⁶ in gross Tribal government revenues. Net government revenues from these Tribal gaming operations are being used to build schools, hospitals, police and fire stations, housing, roads, water, sewer and sanitation facilities. Tribal government gaming revenues are also being used to fund essential services, provide child and elder care and preserve Indian languages, cultures and traditions.

The vast majority of the American public agrees that Indian gaming provides revenues that Tribes need to provide essential government services to tribal members.⁷ Twenty-one states have entered into Tribal-state compacts for Class III, casino-style gaming. Indian Tribes in seven other states operate Class II, bingo-style gaming. Indian Tribes in two states operate gaming pursuant to specific Tribal settlement acts. Voters in Arizona, California, Idaho and New Mexico have approved Indian gaming through initiatives and referendums.⁸ More than 19.5 million Americans visited Indian gaming facilities in 28 states across



the United States in 2003. On average, each patron made five or six visits to an Indian gaming facility for a total of more than 114 million visits nationwide.⁹

Pueblo of Sandia children dressed in traditional regalia.

REGULATION

Tribal government gaming is tightly regulated with participation by Tribal, Federal and state government agencies. Tribal governments in 2004 spent at least \$228 million to regulate their gaming operations. In addition, Tribal governments gave \$58 million to states and \$11 million to the National Indian Gaming Commission to assist with Federal oversight.¹⁰ There are three classes of gaming on Indian lands. The role of Tribal, state and Federal governments vary with each form of wagering.

Class I gaming includes social games with prizes are of minimal value. Class II gaming includes bingo, lotto or pull-tabs. Class III gaming refers to casino-style wagering and includes all forms of gaming that are not included in Class I or Class II gaming.

At the Federal level, the National Indian Gaming Commission provides oversight and reviews the licensing of gaming management and key employees, management contracts, and Tribal gaming ordinances. NIGC’s minimum internal

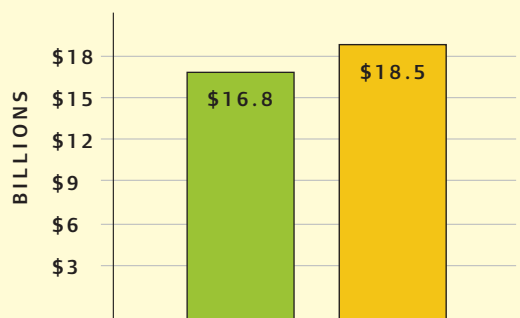
GOVERNMENTS INVOLVED IN GAMING REGULATION			
Gaming Class	Tribal	Federal	State
I	•		
II	•	•	
III	•	•	•

control standards for Indian gaming address audits, cash and credit procedures, surveillance, electronic data processing, gaming devices, bingo and pull tabs, card and table games, and pari-mutuel wagering. The U.S. Department of Treasury monitors large cash transactions at Indian gaming facilities, just as it does for Atlantic City. The FBI and the U.S. Justice Department have authority to prosecute anyone who would cheat, embezzle, or defraud an Indian gaming facility – that applies to management, employees, and patrons. 18 U.S.C. 1163.

The comprehensive Tribal, State and

Federal regulation of Indian gaming is effective. In a July 2001 review of Indian gaming by the Justice Department’s Office of the Inspector General, the FBI reported that “none of their Indian country investigations of isolated allegations of organized crime have been substantiated.” In testimony to the Senate Committee on Indian Affairs, Bruce G. Ohr, Chief of the Organized Crime and Racketeering Section of the Department of Justice stated: “Indian Tribal gaming has proven to be a useful economic development tool for a number of tribes, who utilize gaming income to support a variety of essential services.”¹¹

INDIAN GAMING REVENUES



2003 NIGC Actuals vs. 2004 NIGA Forecast

INDIAN HOSPITALITY REVENUES

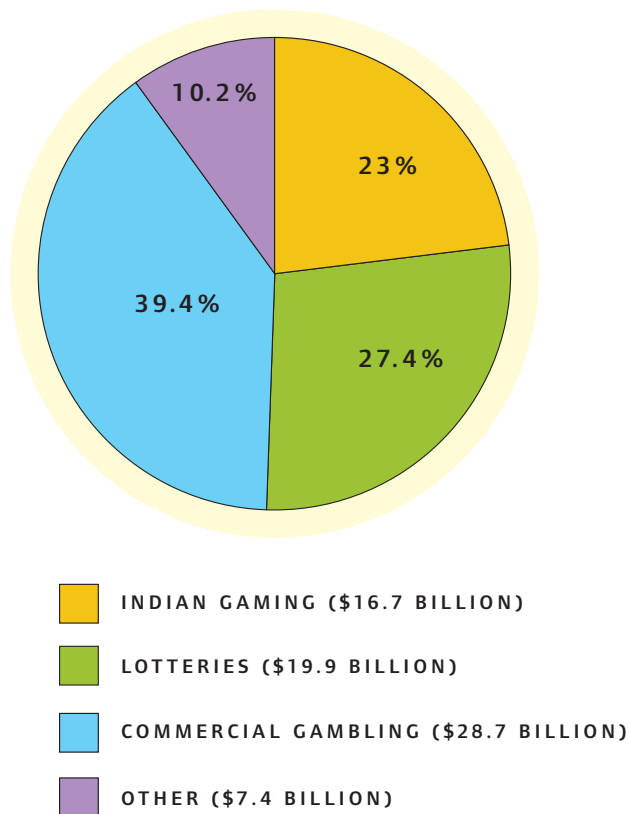


2003 NIGC Actuals vs. 2004 NIGA Forecast

Our estimate is that in the year 2004 Indian Tribes generated \$18.5 billion in gross revenues through Indian gaming. The facilities included both Class II and Class III gaming operations. The estimate of \$18.5 billion in revenues is approximately 10% higher than the \$16.7 billion estimate of revenues for 2003 that was reported by the NIGC in July of 2004.¹² Indian Tribes are increasingly expanding Tribal economies to include lodging, restaurants convention space and entertainment facilities. Hospitality, entertainment and ancillary businesses generated an additional \$2.5 billion¹³ in gross revenues in 2004.

It is important to remember that \$18.5 billion is a total revenue figure for tribal government gaming. That means, for example, that tribal governments immediately must pay approximately \$6 billion in wages, benefits, and employer Social Security and Medicare taxes from that revenue. Tribal governments must also pay billions more for goods, services, and supplies used at tribal gaming facilities, facility costs including operation, maintenance, depreciation, utilities and debt retirement, advertising and marketing, compact costs including regulatory expenses and aid to local government, and government services delivered to the gaming facilities before they realize net tribal government revenue.

MARKET SHARE BY INDUSTRY 2003 (\$72.8 Billion)



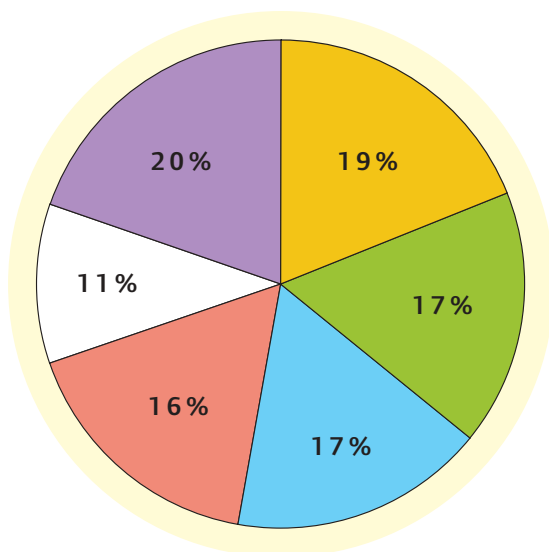
THE MOST RECENT DATA NIGA has been able to obtain includes 2003 numbers on nationwide consumer spending on legal gambling in the United States was approximately \$73 billion. State lotteries generated \$19.9 billion, or 27.4 percent of the total. Commercial gaming generated \$28.7 billion, or 39.4 percent. Tribal government gaming generated \$16.7 billion, or 23 percent. Pari-Mutuels wagering and charitable gaming generated \$7.4 billion, or 10.2 percent.¹⁴

TRIBAL GOVERNMENTAL SERVICES, INFRASTRUCTURE AND COMMUNITY DEVELOPMENT



LEFT: Firefighter and EMT, Fred Vallo, Jr., stands in front of one of the Pueblo of Acoma's new fire trucks. CENTER: Member of the Prairie Island Indian Community getting her blood pressure checked at the health clinic. RIGHT: Police officers from the Prairie Island Indian Community in Welch, MN. BELOW: Former Secretary of Education Rod Page presents a check to the Gila River Indian Community for an early childhood literacy grant from the U.S. Department of Education.

2003 INDIAN GOVERNMENT SERVICES FUNDED THROUGH INDIAN GAMING



The Indian Gaming Regulatory Act provides that Indian Tribes shall use net revenue for five general purposes: (1) to fund Tribal government services, operations and programs; (2) to promote Tribal general welfare; (3) to promote Tribal economic development; (4) to make charitable donations; and (5) to help fund local government agencies.

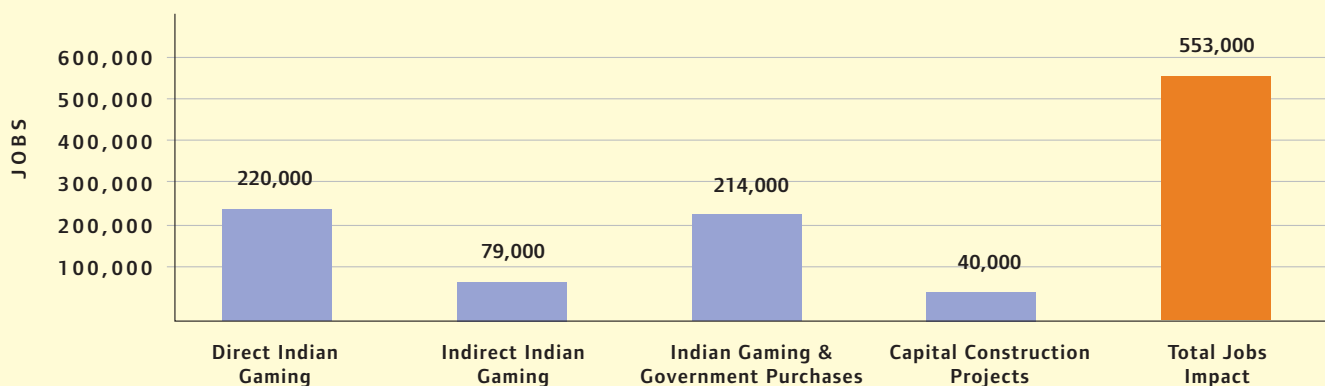
The National Indian Gaming Association's most recent analysis of its member Tribes concerning the use of revenue generated by Indian gaming revealed that Indian Tribes spend net government revenue as follows: 20 percent of net revenue is used for education, child and elder care, cultural preservation, charitable donations and other purposes; 19 percent goes to economic development; 17 percent to health care; 17 percent to police and fire protection; 16 percent to infrastructure; and 11 percent to housing.





LEFT: The Tulalip Tribe's waste water treatment plant in Tulalip, WA. CENTER: Children at the Mashantucket Pequot Tribal Nation's Museum and Research Center in Mashantucket, CT. RIGHT: The Pechanga Band of Luiseño Mission Indians' RV Resort, nestled beneath the picturesque foothills of the "Rainbow Gap."

DIRECT & INDIRECT INCREASE IN EMPLOYMENT, 2004 GAINS, DUE TO CLASS II & III INDIAN GAMING



Indian gaming creates three levels of employment. Primary employment is created at Indian gaming facilities, ancillary facilities and other Tribal government and enterprise positions. The second level of employment is created when employees spend their income on goods and services in the local community. The third level of employment is created when Indian gaming operations, ancillary facilities and Tribal governments buy goods and services in the economy and make capital improvements.

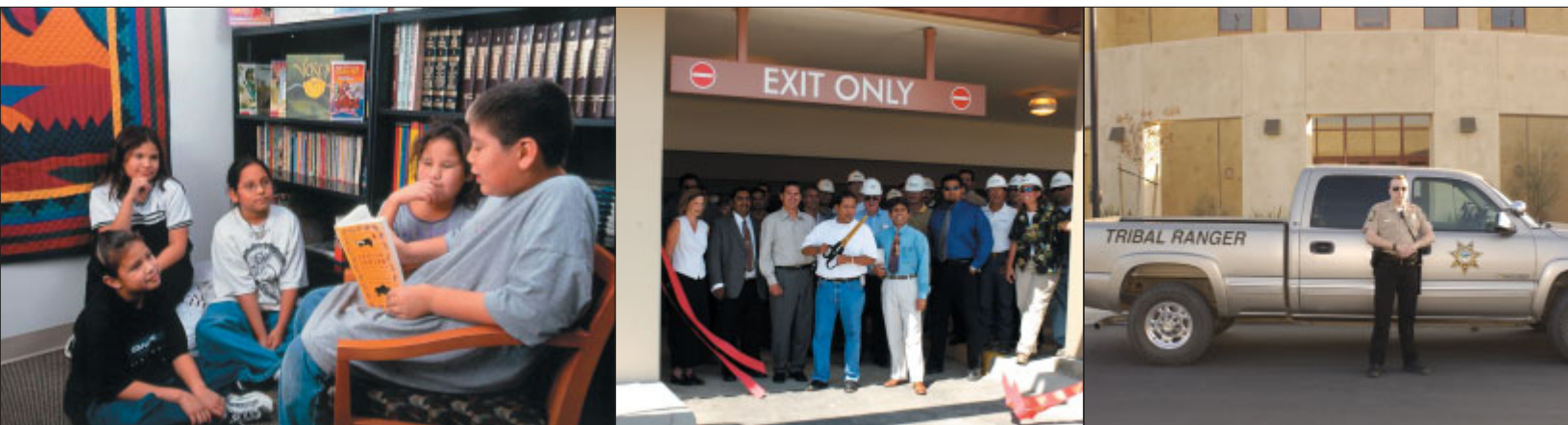
Indian Tribes in 2004 created more than 158,000 jobs in Indian gaming facilities. The continued expansion of Indian gaming facilities has in turn created more ancillary facilities, such as restaurants and hotels. These facilities related to gaming have created nearly 52,000 additional jobs nationwide. Other Tribal government programs and Tribal enterprises employed more

then 10,000 workers. Thus, primary employment created by Tribes through Indian gaming totaled close to 220,000 jobs nationwide.

As direct Tribal employees spent their wages, the secondary employment effect created almost an additional 79,000 jobs. Thus, the total of primary and secondary employment effects created just under 300,000 jobs.¹⁵

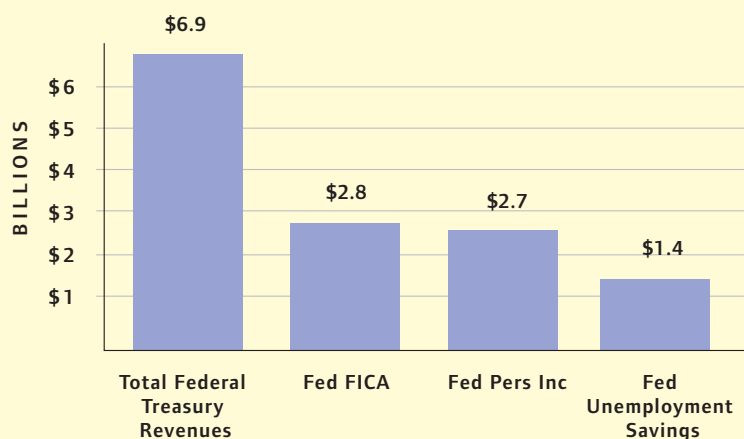
Third, as Indian gaming facilities, ancillary facilities and Tribal governments used the purchasing power derived from Indian gaming to buy goods and services, additional jobs were created. Assuming, that 75 percent of goods and services were purchased locally and 25 percent outside the region, the multiplier effect for both types of purchases created 214,000 more jobs. Capital construction projects created an additional 40,000 jobs.

IN TOTAL, Indian gaming created just under 553,000 jobs nationwide in 2004.¹⁶

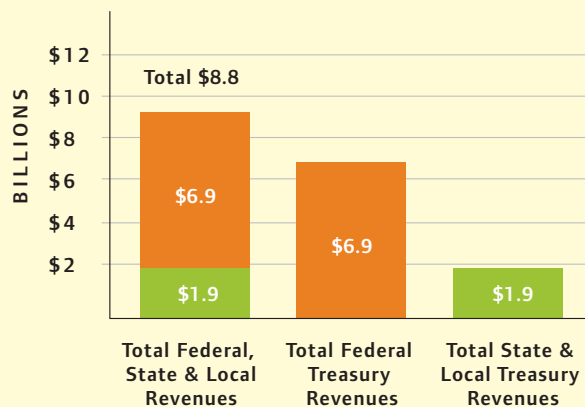


LEFT: Children from the Forest County Potawatomi Community in Crandon, WI share stories. CENTER: Ribbon cutting ceremony for the North parking structure at the Pechanga Resort and Casino. RIGHT: Tribal Ranger at the Pechanga Band of Luiseño Mission Indians reservation.

**INCREASE IN FEDERAL REVENUES, 2004
DUE TO CLASS II & III INDIAN GAMING**



**INCREASE IN FEDERAL REVENUES,
DUE TO CLASS II & III INDIAN GAM**



FEDERAL TREASURY REVENUES increased almost \$6.9 billion in 2004 due to the increased economic activity generated by Indian gaming.

Federal, state, and local taxes claim roughly a third of revenue generated in the United States. Increases in economic activity expand the tax base and increase government revenue. Indian gaming generated just under 553,000 jobs nationwide in 2004. The wages associated with these jobs generate Federal, state, and local payroll, income, and other taxes and help reduce welfare payments and unemployment benefits, freeing up more revenue for the Federal and state and local governments.

Wages paid to employees of Tribal governments and economic development enterprises amounted to just over \$6 billion, and approximately \$12 billion generated indirectly by Indian gaming. The \$18 billion in wages generates about \$2.7 billion in Federal income taxes and just under \$2.8 billion in Social Security taxes.

Thus, in 2004 Indian gaming increased Federal tax revenues by \$5.5 billion. In addition, the Federal government also saved an additional \$1.4 billion in reduced welfare payments and unemployment benefits. As a result, Federal treasury revenues increased almost \$6.9 billion in 2004 due to the increased economic activity generated by Indian gaming.¹⁷

Indian gaming in 2004 also generated an additional \$1.8 billion in revenue for state governments through state income, payroll, sales and other taxes and direct revenue sharing payments. Indian gaming generated an additional \$100 million in local taxes and revenue through increased sales and other taxes and governmental services agreements.¹⁸



TOP LEFT: Homes at the Pueblo of Acoma. TOP RIGHT: Hoopa Valley Natural Resource Aggregate Business in Hoopa, CA. MIDDLE, LEFT: Against the walls of many pueblo homes are the traditional ladders. These ladders are the only access to the upper floors. MIDDLE: Police officer from the Pueblo of Isleta. MIDDLE RIGHT: Chairman Maurice Lyons of the Morongo Band of Mission Indians gives Thanksgiving dinners to needy families. LEFT: Catawba Bingo is a state-of-the art bingo facility located in Rock Hill, SC and is the largest free standing bingo hall in the United States with 2,800 seats and a premier audio and visual system.



TOP: The Slim Buttes Agricultural Development Project encourages home and community gardens on the Pine Ridge reservation by distributing free seeds and seedlings and by plowing gardens. Over the past several years the SMSC has donated a total of \$16,500 to the project. LEFT: Students at the Mille Lacs Band of Ojibwe Nay Ah Shing Lower School. RIGHT: Hon-Dah Resort-Casino and Conference Center, owned and operated by the White Mountain Apache Tribe, has state of the art hotel rooms, a 20,000 square foot casino with 600 slots and table games and a full service restaurant.

THERE ARE 4.1 MILLION AMERICAN INDIANS in the United States, according to the U.S. Census. Despite recent gains through Indian gaming, American Indians continue to face a disproportionately high poverty rate.



The Shakopee Mdewakanton Sioux Community (SMSC) Education Department sponsors a variety of educational and recreational activities for children, including Art Camp, Culture Camp, and a Significant Sites Trip.



Sandia Pueblo elder program - traditional dance instruction.

The poverty rate is 24.7 percent for gaming Tribes and 33 percent for non-gaming Tribes, according to the 2000 Census.

On many reservations, the U.S. Department of Labor reports that unemployment continues at rates several times as high as the national average. In Montana, the average reservation unemployment rate is 11.3 percent, with the Crow and Rocky Boy reservations unemployment rate rising to 21.8 percent. Unemployment on South Dakota's reservations is among the worst, with Rosebud's rate at 20.1 percent and Pine Ridge coming in at 33.1 percent. The United States average unemployment rate for 2003 was 6.0 percent.¹⁹

Yet there are success stories, as seen in one of California's poorest counties, Del Norte, which sits on the Oregon border. The Elk Valley Rancheria is leading the revival of Crescent City, where before Tribal investments began, a maximum-security prison led the way in economic development. Today, the Elk Valley Rancheria is the county's largest employer. Building upon that success, a bill is

working its way through the state Legislature allowing the Tribe, city and county to form a partnership in the construction of a much needed \$35 million wastewater treatment plant.

Thanks to the Tunica-Biloxi Tribe in Central Louisiana, the local community has grown from one of the poorest parishes in Louisiana to a thriving economy fueled by the addition of 1,600 Tribal government jobs. The Tribal casino offers numerous resources for Indians and non-Indians to advance their careers and their quality of life. In addition to opening five restaurants, the Tribe provides scholarships to Tribal members attending local high schools and state colleges.

The *Atlanta Journal-Constitution* in April 2003 reported census data from 1990 and 2000 which shows that over the decade, gaming has helped alleviate poverty on Indian reservations.²⁰ Specifically, the article found that:

- "Per capita income rose by more than 50 percent on the casino reservations, but less than 17 percent on non-gambling reservations."
- "Unemployment rates dropped by 17 percent on the casino reservations, but less than nine percent on the non-gambling reservations."
- "Population increased 18 percent on the casino reservations during the 1990s, but remained unchanged on the non-gambling reservations."

These trends were affirmed by a January 2005 study by the Harvard Project on American Indian Economic Development.

Continued



TOP: Firefighters from the Sycuan Band of Kumeyaay Nation Fire Department. LEFT: Three tribal members from the Prairie Island Indian Community build a teepee to recreate an Indian village for the Grand Excursion. The Grand Excursion was largest riverboat and steamboat flotilla that traveled up the Mississippi River. Tribal members participated in this event to make presentations and to educate the public about tribal culture. MIDDLE: Mohegan shellfish beds from Stonington to Niantic produce Wampassuc Point Oysters and Mohegan Bay Scallops. Mohegan Aquaculture supplies to numerous restaurants in the Northeast. This enterprise continues the Tribe's relationship with the sea, which has been a constant for hundreds of years. RIGHT: The SMSC sponsored the sixth annual Northern Plains Regional Indian Heart and Diabetes Conference July 19 and 20, 2004 to provide information and support for diabetes patients and their families. The free conference, which was targeted for Native Americans living with heart disease, diabetes and their families, featured guest speakers, break-out sessions, a walk/run, indoor exercises, and meals. Diabetes is an epidemic in Indian Country.

Nevertheless, even on reservations with Indian gaming, per capita income continued to lag substantially behind the national average.

Naturally, Indian gaming has been more successful for Indian Tribes closer to larger population centers. Yet even in rural states, Indian gaming has increased employment and per capita income. For example, the *South Dakota Business Review* reports: “The development of Indian casinos under the Indian Gaming Regulatory Act (1988) has led to development of eight Indian casinos in South Dakota and more are on the way. These casinos have had demonstrably positive effects on income and employment on their respective reservations...” Yet, even with these games, unemployment on South Dakota’s Sioux reservations remains as high as 60 to 80 per cent.

Increases in per capita income and the reduction in poverty brought about by Indian gaming have increased the well-being of Tribal members. The *New York Times* reported that: “Climbing out of poverty significantly reduces the likelihood of childhood mental illness, says a new study that looked at the effects of a casino opening on Indian Tribal welfare.” The study, which appears in the *Journal of the American Medical Association*, compared rates of poverty and mental health among Native American and other children living in rural North Carolina between 1993 and 2000. Before the opening of the casino on land belonging to the Eastern Band of Cherokee Indians, poor children in the Tribe were about twice as likely as wealthier children to suffer from emotional and behavioral disorders.²¹ After gaming began, the impact of the new revenue on the Tribe’s mental health was dramatic. Rates of rebellious and aggressive behavior diminished among children lifted out of poverty by the annual distribution of casino money.

AMERICAN INDIAN RESERVATION CENSUS TRENDS

	Gaming Reservation	Non-Gaming Reservation	United States
PER CAPITA INCOME			
1990	\$9,779	\$6,685	\$15,687
2000	\$14,737	\$7,781	\$21,587
% change	up 50.7%	up 16.4%	up 37.6%
MEDIAN HOUSEHOLD INCOME			
1990	\$25,098	\$24,776	\$31,435
2000	\$32,509	\$26,783	\$41,994
% change	up 29.5%	up 8.1%	up 33.5%
POVERTY RATE			
1990	30.4%	40.2%	9.8%
2000	24.7%	33.0%	12.4%
% change	down 18.9%	down 17.9%	up 34.6%
UNEMPLOYMENT RATE			
1990	13.6%	17.9%	6.0 %
2000	11.5%	16.4%	4.0%
% change	down 17%	down 8.1%	down 28.6%

Source: U.S. Census Bureau; Atlanta Journal-Constitution, *Cherokees’ casino hits the jackpot* (2003, April)

NATURALLY, INDIAN GAMING has been more successful for Indian Tribes closer to larger population centers. Yet even in rural states, Indian gaming has increased employment and per capita income.



LEFT: The Pechanga Gas Station offers all grades of fuel and features a car wash. The adjoining convenience store stocks a selection of beverages, snacks, fresh food, necessities and sundry items. RIGHT: The Pechanga RV Resort offers 168 sites, a large meeting room, patio area, pool and clubhouse.

AMERICAN INDIANS AND ALASKA NATIVES owned 197,300 of all 20.8 million U.S. non-farm businesses in 1997, employing 298,661 persons and generating \$34.3 billion in business revenues.

These firms accounted for 0.9 percent of the total non-farm businesses in the United States, 0.3 percent of their employment, and 0.2 percent of business receipts.²²

Small business development is particularly critical in building sustainable tribal economies, and with Indian gaming as a catalyst, American Indians are beginning to see substantial growth in small business development. Excluding C corporations, the number of American-Indian-and-Alaska-Native-owned firms jumped 83.7 percent, from 102,271 in 1992 to 187,921 in 1997. In contrast, the number of all non-corporate businesses nationwide increased only 6.8 percent, from 17,253,143 in 1992 to 18,431,456 in 1997. Revenue growth of American-Indian-and-Alaska-Native-owned firms also outpaced their U.S. counterparts. Sales and receipts grew from \$8.1 billion to \$22.4 billion, an increase of 178.5 percent. Nationwide business revenue rose only 40.2 percent, from \$3.3 trillion in 1992 to \$4.7 trillion in 1997.²³

Not only are American Indians starting to see substantial growth in small business development but they are working harder according to a just released survey from the U.S. Census Bureau titled “2002 Survey of Business Owners Advance Report on Characteristics of Employer Business Owners: 2002.” According to the survey in the section titled Average Number of Hours Spent Managing or Working in the Business, twenty-five percent of American Indians and Alaska Native business owners reported working 60 or more hours per week, higher than the average of all business owners at nineteen percent.²⁴

We believe that this rapid growth in the number, revenues and hours worked of American Indian and Alaska Native owned businesses is due, at least in part, to the positive economic effects generated by Tribal government gaming. Indian gaming has given tribes access to capital for investing in other business enterprises that also help build tribal governmental and community infrastructure.

Tribal casino profits have been and are

being invested directly into on-reservation shopping centers, recreation parks, and facilities for producing and exporting non-gaming related products and services. Many tribes have developed RV parks and campgrounds, gas stations, convention centers, movie theaters, retail centers, fishing excursions, hiking trails, museums, cultural centers and arts and crafts markets.

A FEW OTHER NOTABLE EXAMPLES INCLUDE:

Four Fires, LLC: Four tribes partner to build a new hotel in Washington, D.C.: The Viejas Band of Kumeyaay Indians is a founding partner of Four Fires, LLC, an economic partnership between the Viejas Government and those of the Forest County Potawatomi Community of Wisconsin, the Oneida Nation of Wisconsin and the San Manuel Band of Mission Indians of California. The first venture to arise from this new partnership is the \$43 million, 13-story, 233-suite



LEFT: The Mille Lacs Band of Ojibwe Grand Market offers typical grocery store items and departments including a meat counter, bakery, and deli with hot and cold items. CENTER LEFT: Wal-Mart store at the Tulalip Tribe's Quil Ceda Village in Marysville, WA. CENTER RIGHT: The Haaku Learning Center at the Pueblo of Acoma is the tribe's new state of the art head start school. Before the school was built, students had to be bussed out to a neighboring towns for school. RIGHT: Quil Ceda Village, a business development of the Tulalip Tribe, is a 2,000 acre business park for large retail outlets and other commercial ventures.

Residence Inn by Marriott-Capitol, located in the heart of Washington D.C. This project marks the largest economic collaboration ever for American Indian governments.

Salt River Pima-Maricopa Indian

Community, Ariz.: The Pavilions—this 140-acre retail power center, developed by Vestar, is the nation's largest commercial development ever built on Indian land. Major tenants include Target, Home Depot, Best Buy, Ross, Marshalls, United Artists, Cost Plus Imports, Miller's Outpost, Circuit City, Old Navy and Toys R Us. The Community implemented aggressive financing to secure Target. Walmart Retail Center: Located on community land, Wal-Mart altered its exterior design to comply with the community's aesthetic vision.

The Tulalip Tribe of Washington State: "Quil Ceda Village," a two thousand-acre development that includes a business park, world class casino, future development sites and a reserve of undeveloped

land to be dedicated to parks and environmental protection. Quil Ceda Village is located near Marysville, Washington. With easy access from Interstate-5, which runs along its eastern boundary. It is a popular destination for thousands of shoppers and provides a highly visible opportunity for a variety of businesses.

Viejas Band of Kumeyaay Indians, Mesa, Calif.: Since the tribe began gaming in 1991, it has also diversified its economy with the Viejas Outlet Center, two recreational vehicle parks. The tribe also is the majority owner of Borrego Springs Bank, a federally chartered financial institution.

Winnebago Tribe of Nebraska:

Ho-Chunk, Inc.'s holdings include retail outlets, gas stations, internet companies, hotel interests, and construction companies. Ho-Chunk, Inc., has been a great success – going from an \$8 million to a \$100 million company today.

Pueblo of Sandia, New Mexico: The Sandia Pueblo government owns and operates several business enterprises, including Sandia Casino, Bien Mur Indian Market Center, a premier retailer of original Native American art and Sandia Lakes

Recreation Area. Currently, Sandia has a wastewater treatment facility under construction with plans to include a hotel, golf course, and other amenities. Sandia has also begun masterplanning development of their southern border area, as well as a buffalo preserve located across from the casino.

Additionally, the National Indian Gaming Association in Washington D.C. is working to establish the American Indian Business Network, where Indian Tribes engaged in gaming purchase goods and services from other Indian Tribes. Many Indian tribes are already in engaged in pan-Indian commerce. For example, the Mohegan Tribe's restaurant serves buffalo meat purchased from Great Plains Indian Tribes. The Oneida Nation of New York purchases coffee from Native American coffee growers and many Indian Tribes sell traditional arts and crafts in their gift shops. Thus, Indian gaming provides economic opportunities beyond the borders of those Tribes that engage in Tribal government gaming.

TRIBAL GOVERNMENTS IN STATES with gaming often help neighboring tribes without casinos.

In California, with 107 Indian tribes, Tribal governments have worked with the State to establish an Indian Gaming Revenue Sharing Trust Fund has been established from which Indian tribes with no gaming or fewer than 350 slot machines are paid up to \$1.1 million a year.²⁵ In 2004, more than 70 Tribes were receiving monies from the Fund. To date, the California Gambling Control Commission has approved the distribution of \$123.7 million in license fees, payments, and interest income from the Fund covering 17 fiscal quarters from July 1, 2000, through September 30, 2004.

Several Arizona Tribes, including many that do not operate casinos, lease "Gaming Device Operating Rights" to other Tribes throughout the state.²⁶ The Arizona Department of Gaming in its Status of Tribal Gaming report said there were approximately 12,000 slot machines in operation throughout the state and 2,407 slot machines, or about 20 percent, were leased from compacted non-gaming Tribes. An additional 368 slot machines have been leased from compacted non-gaming Tribes that have yet to be utilized. Once these slot machines are put into play the total number of slot machines leased from compacted non-gaming Tribes will be 2,775, about 23 percent of the total number. It's important to note that with the ability to lease their gaming devices, Tribes without gaming generate badly needed revenues to run their Tribal governments and programs based upon their partnership with neighboring Tribes engaged in gaming.

The Shakopee Mdewakanton Sioux Community (Shakopee) of Prior Lake, Minn., contributed \$1.2 million to the Yankton Sioux Tribe (YST) of Marty, South Dakota. Of that amount, \$1 million went

toward economic development for YST's Fort Randall Casino and \$150,000 was set aside for the Low Income Heating Energy Assistance Program (LIHEAP) which provides emergency energy assistance for families in need during the winter months. Other grants include a \$1.5 million contri-

ation center open to all nearby residents, Indian and non-Indian, and the Tribe frequently assists both neighboring communities and neighboring Indian tribes with charitable donations. The Forest County Potawatomi Tribe funds the Milwaukee Indian School and aids the Red Cliff and



The Oneida Nation Elementary School was built into the shape of a turtle. The turtle is the heart to the tribe's creation story.

bution to the Mandan, Hidatsa and Arikara of North Dakota for housing projects on the reservation and a \$2 million economic development grant to the Ponca Tribe of Nebraska.

CHARITABLE GIVING: In Indian culture, a person's wealth is measured not by how much they have, but by how much they give away. Continuing this historic tradition of giving, Tribal governments contributed more than \$100 million to philanthropy in 2004.²⁷ Across the country, tribal giving continued to increase at the local, state and national level, benefiting Indian and non-Indian communities alike.

For example, the Morongo Band of Mission Indians gives generously to many national charitable groups including the Special Olympics, American Cancer Society, and Juvenile Diabetes Association. The Shakopee established a community recre-

Mole Lake Bands of Chippewa.

Most recently, NIGA announced its partnership with its member tribes to assist in raising money for the Indian Nations UNICEF Tsunami Relief Fund. Established in January 2005 by the Viejas Band of the Kumeyaay Nation with a matching donation from the Sycuan Band of the Kumeyaay Nation, American Indian nations responded by contributing \$1 million to help UNICEF provide relief for the millions in the 12 countries affected by the recent tsunami.

Throughout the year, however, Tribes across the country supported hundreds of charities, including community food banks, toy drives, youth sports, educational programs and emergency relief services, to name just a few.

Continued



Tribes contributed over \$35 million to the construction of the National Museum of the American Indian which opened on September 21, 2004.

A few examples of Tribal giving include:

WISCONSIN: The “11th Annual Miracle on Canal Street,” hosted by Forest County Potawatomi Tribal and community leaders in December 2004 at the Northern Lights Theater in Milwaukee, Wisc., raised nearly \$780,000 for local charities. The annual event, which raises funds to improve the quality of life for local youth and community families, was hosted by Potawatomi Bingo Casino.

CALIFORNIA: Starting off the busy holiday season in November, the Morongo Band of Mission Indians continued its tradition of donating turkeys – in 2004, 6,000 – to local Southern California charities, to the Torres-Martinez Tribe and non-Native families in need. This donation, which provided 30,000 Thanksgiving meals, was double the 2003 gift. The Morongo Tribe has been donating turkeys for Thanksgiving since the 1980s.

The Viejas Band of Kumeyaay Indians celebrated Christmas in 2004 with a gift of 40 computers to the children of two east county California school districts. The Alpine Union School District and Mountain Empire Unified School Districts each received 20 computers, and the Alpine District also received a check for \$15,000 for a K-3 early intervention reading and comprehension program. The gift, valued at

more than \$20,000, will allow more children access to the Internet for study and research, plus gain experience in utilizing this contemporary mode of communication and information gathering.

CONNECTICUT: Mashantucket Pequot Nation: Children in New London County in Connecticut celebrated Christmas 2004 with the Mashantucket Pequot Tribal nation at the eighth annual Children’s Holiday Party sponsored by the Tribe and the New London Senior Center. Nearly 200 children from struggling families ate breakfast while receiving bags of gifts, pictures with Santa and even having their faces painted. The families were selected by the United Way of Southeastern Connecticut. Through the United Way, the Tribe has adopted several families in the area for whom they will provide gifts this year individually.

IDAHO: During the 2004 holiday season, the Coeur d’Alene Casino served as a drop off for toy donations to the Toys for Tots program and was successful in collecting several dozen boxes of toys for underprivileged area children, along with several hundred pounds of food for families in need. The Casino’s purpose was to create and share the Christmas spirit among its customers and children and families in the region. Many of the Casino’s employees also contributed generously to this special holiday giving program.

LOUISIANA: Tunica-Biloxi Tribe: From Oct. 1 through Nov. 15, 2004, Paragon Casino Resort and the Tunica-Biloxi Tribe sponsored their annual “Coats for Kids Drive,” which provided coats to needy children and adults for use during the winter months. A total of approximately 660 coats were collected from guests and Paragon performers during this year’s very successful drive. In collaboration with KALB Newschannel 5, more than 110,000 pounds of food was collected at six local schools participating in the drive. Each of the schools received \$500 from the Tribe as a reward for their outstanding efforts during the holiday season.

MINNESOTA: Mille Lacs Band of Ojibwe: During the 2004 holiday season, the Band’s Grand Casino Hinckley was the area’s only drop-off site for the U.S. Marine Corps Toys for Tots Program. The Casino donated \$5 to Toys for Tots for each person who dropped off a toy at its location and also gave those who donated \$5 in cash to reimburse them for the gasoline they used to drive to the Casino. All the toys collected were distributed to Minnesota children in need.

Shakopee Mdewakanton Sioux Community: The Tribe donated winter clothing to Native American families in the area and participated in a “Giving Tree Program,” which gives presents anonymously to more than 100 children and Native American families in need that live in the county. The Tribe’s charitable giving program comes from a cultural and social tradition to assist those in need. In fiscal year 2004, the Tribe donated \$10 million to charitable organizations and Indian Tribes. Over the past several years, the Tribe has donated more than \$42 million to charitable organizations and Indian Tribes.

TRIBAL GOVERNMENT GAMING is helping approximately 65 percent of Indian Tribes in the lower 48 states overcome the devastating legacy of the 18th and 19th centuries.

Tribal government gaming is helping approximately 65 percent of Indian Tribes in the lower 48 states overcome the devastating legacy of the 18th and 19th centuries. For many Indian Tribes, gaming generates governmental revenue to help build schools, hospitals, roads, and water, sewer, and sanitation systems and fund essential governmental services. For other Tribes, Indian gaming is primarily an opportunity to create jobs and boost Tribal member income through employment. Without question, Indian gaming is creating new economic opportunities in Indian country, where there were few before.

For decades, the Federal government tried with little success to spur economic growth on Indian reservations. Congress has stated:

It is hereby declared to be the policy of Congress to provide capital on a reimbursable basis to help develop and uti-

lize Indian resources, both physical and human to a point where the Indians will fully exercise responsibility for the utilization and management of their own resources and where they will enjoy a standard of living from their own productive efforts comparable to that enjoyed by non-Indians in neighboring communities.²⁸

Invariably, these Federal efforts met with little success because Federal funding did not follow the policy declarations.

Measured on a per capita basis, Federal funding for American Indians has been decreasing since 1985. Recently, the U.S. Commission on Civil Rights reported that:

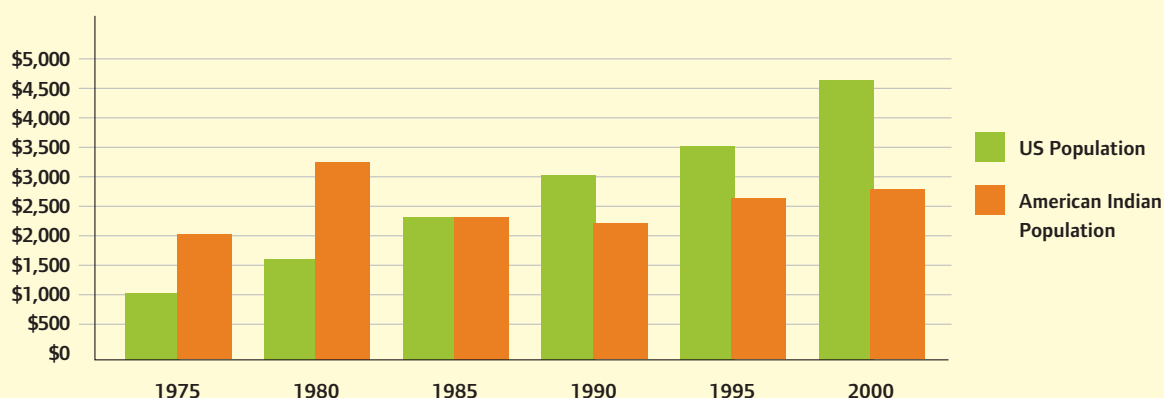
“Small in numbers and relatively poor, Native Americans often have had a difficult time ensuring fair and equal treatment on their own. Unfortunately, relying on the good will of the nation to honor its obligations to Native Americans clearly has not resulted in desired outcomes. . . .

There persists a large deficit in funding Native American programs that needs to be paid to eliminate the backlog of unmet Native American needs, an essential predicate to raising their standard of living to that of other Americans. Native Americans living on Tribal lands do not have access to the same services and programs available to other Americans, even though the government has a binding trust obligation to provide them.”

Thus, even as Tribal governments increase efforts to generate revenue through Indian gaming, Federal funding has declined.

In addition, Indian Tribes struggle to overcome many difficult social, health and community problems created by the United States’ legacy of genocide and dispossession of American Indians. The following statistics were taken from government or non-governmental organization websites and help provide a snapshot of

Per Capita Government Expenditures, U.S vs. American Indian Population, 1975-2000
(\$ Thousands) Current Dollars



Source: U.S. Commission on Civil Rights, A Quiet Crisis: Federal Funding and Unmet Needs in Indian Country (July 2003)

some of the ongoing problems that Indian Tribes are dealing with:

HEALTH:²⁹

- Infant mortality is 22 percent higher among American Indians than the national rate.
- Life expectancy among American Indians is more than five years lower than the national average.
- The rate of death from alcoholism 627 percent greater among American Indians than the national rate.
- The incidence of diabetes is 249 percent greater among American Indians than the national rate.
- The rate of death by suicide is 72 percent greater among American Indians than the national rate.

HOUSING:³⁰

- In Tribal areas, 40 percent of homes are

overcrowded compared to a national rate of 5.9 percent. More than 11 percent of homes in Tribal areas lack complete plumbing facilities compared with just over one percent nationwide. Eleven point seven percent of homes in Tribal areas lack complete plumbing facilities compared with 1.2 percent nationwide.

EDUCATION:³¹

- The high school drop out rate is 40 percent higher among American Indians than the national rate.
- Only 13.3 percent of American Indians have attained a bachelor's degree or higher compared with 24.4 percent of the general public.

POVERTY AND UNEMPLOYMENT:³²

- The poverty rate among American Indians is 24.7 percent compared with the national poverty rate of 12.4 percent.

- Unemployment among American Indians is 11.5 percent compared with 4.0 percent nationwide.

VIOLENT CRIME VICTIMIZATION:³³

- American Indians are victimized by violent crime at a rate almost two and one-half times higher than the rate of violent victimization among Americans nationwide.
- The rate of death by homicide is 32 percent higher among American Indians than the national rate.

Indian gaming has had a positive impact on these problems. But Indian Tribes clearly have a long ways to go before the standard of living for American Indians rises to the level of non-Indians nationwide.

“AS WAS IGRA’S INTENTION, gambling revenues have proven to be a very important source of funding for many Tribal governments, providing much-needed improvements in the health, education, and welfare of Native Americans on reservations across the United States. Nevertheless, Indian gambling has not been a panacea for the many economic and social problems that Native Americans continue to face.”

– NATIONAL GAMBLING IMPACT STUDY COMMISSION FINAL REPORT

CONCLUSION



“We don’t just look back on the past,” said NIGA Chairman Ernie Stevens Jr.. “Our lives are focused on the future. We’re all family. It doesn’t stop at reservation boundaries. It doesn’t stop with the color of our skin. We are all moving forward together in business, education, and culture. Our gaming work – and the economic development that has come from it – has given us opportunities we never had before. It means that we can all walk together and bring greater prospects of prosperity for future tribal generations.”

Pictured are NIGA Chairman Ernie Stevens, Jr. (left) and NIGA Executive Director Mark Van Norman in front of the U.S. Capitol Building in Washington, DC.

LIST OF CASINOS

APACHE GOLD CASINO RESORT	SHO-KA-WAH CASINO	TREASURE ISLAND RESORT & CASINO	GRAND LAKE CASINO	MINERAL PALACE HOTEL & GAMING
BLUE WATER RESORT & CASINO	SOBOBA CASINO	WHITE OAK CASINO	KAW NATION BINGO	MISS KITTY'S PARLOR
BUCKYS CASINO	SPA RESORT CASINO	GOLDEN MOON HOTEL & CASINO	KEETOOWAH BINGO	MUSTANG SALLY'S
CASINO ARIZONA AT SALT RIVER - INDIAN BEND	SYCUAN CASINO & RESORT	SILVER STAR HOTEL & CASINO	KICKAPOO CASINO	OLD STYLE SALOON #10
CASINO ARIZONA AT SALT RIVER - MCKELLIPS	TABLE MOUNTAIN CASINO	SILVER WOLF CASINO	LUCKY STAR CASINO - CLINTON	PRAIRIE WIND CASINO
CASINO DEL SOL	THE PALACE INDIAN GAMING CENTER	HARRAH'S CHEROKEE CASINO	LUCKY STAR CASINO - CONCHO	ROSEBUD CASINO
CASINO OF THE SUN	THUNDER VALLEY CASINO	4 BEARS CASINO & LODGE	MADILL GAMING CENTER	ROYAL RIVER CASINO, BINGO & MOTEL
CLIFF CASTLE CASINO	TRUMP 29 CASINO	DAKOTA MAGIC CASINO & HOTEL	MARLOW GAMING CENTER	SILVERADO
COCOPAH CASINO	TWIN PINE CASINO	PRAIRIE KNIGHTS CASINO & RESORT	MIAMI TRIBE ENTERTAINMENT	TIN LIZZIE
DESERT DIAMOND CASINO I-19	VALLEY VIEW CASINO	SKY DANCER HOTEL & CASINO	NEWCASTLE GAMING CENTER	WILD WEST WINNERS CASINO
DESERT DIAMOND CASINO NOGALES HWY	VIEJAS CASINO	SPIRIT LAKE CASINO & RESORT	OKEMAH COMMUNITY CENTER	7 CEDARS CASINO
FORT MCDOWELL CASINO	WIN-RIVER CASINO	BEST WESTERN JICARILLA INN & CASINO	OSAGE PARK GAMING HOMINY	CHEWELAH CASINO
GILA RIVER CASINO - LONE BUTTE	SKY UTE CASINO	BIG ROCK CASINO	PAWHUSKA FACILITY	CLEARWATER CASINO
GILA RIVER CASINO - VEE QUIVA	UTE MOUNTAIN CASINO	CAMEL ROCK CASINO	PAWNEE GAMING CENTER	COULEE DAM CASINO
GILA RIVER CASINO - WILD HORSE PASS	FOXWOODS RESORT CASINO	CASINO APACHE	QUAPAW CASINO	DOUBLE EAGLE CASINO
GOLDEN HA-SAN CASINO	MOHEGAN SUN	CITIES OF GOLD CASINO	RIVERMIST CASINO	EMERALD QUEEN CASINO
HARRAH'S PHOENIX AK-CHIN CASINO RESORT	COCONUT CREEK CASINO	DANCING EAGLE CASINO	SEMINOLE CASINO - MEKUSUKEY MISSION	LIL CHIEFS CASINO
HON-DAH RESORT CASINO	MICCOSUKEE RESORT & GAMING	ISLETA CASINO & RESORT	SEMINOLE I-40 CASINO	LITTLE CREEK CASINO
MAZATZAL CASINO	SEMINOLE CASINO - BRIGHTON	OHKAY CASINO & RESORT	SEMINOLE NATION BINGO & CASINO	LUCKY DOG CASINO
PARADISE CASINO	SEMINOLE CASINO - HOLLYWOOD	ROUTE 66 EXPRESS CASINO	SULPHUR GAMING CENTER & CHICKSAW LODGE	LUCKY EAGLE CASINO
SPIRIT MOUNTAIN CASINO - AZ	SEMINOLE CASINO - IMMOKALEE	SAN FELIPE'S CASINO HOLLYWOOD	THACKERVILLE TRAVEL PLAZA	MAKAH TRIBAL BINGO
YAVAPAI CASINO	CASINO OMAHA	SANDIA CASINO	THE STABLES	MILL BAY CASINO
AGUA CALIENTE CASINO	MESKWAKI BINGO CASINO HOTEL	SANTA ANA STAR HOTEL CASINO	THLOPHTLOCCO TRIBAL GAMING CENTER & CASINO	MUCKLESHOOT CASINO
AUGUSTINE CASINO	WINNAVEGAS CASINO	SKY CITY CASINO	THUNDERBIRD CASINO & BINGO	NISQUALLY RED WIND CASINO
BARONA VALLEY RANCH RESORT & CASINO	BANNOCK PEAK CASINO	TAOS MOUNTAIN CASINO	TONKAWA TRIAL BINGO/CASINO	NOOKSACK RIVER CASINO
BLACK BART CASINO	CLEARWATER RIVER CASINO	AKWESASNE MOHAWK CASINO	WEST SILOAM SPRINGS SMOKE SHOP	NORTHERN QUEST CASINO
BLACK OAK CASINO	COEUR D'ALENE CASINO	MOHAWK BINGO PALACE	WEWONKA GAMING CENTER	OKANOGAN BINGO-CASINO
BLUE LAKE CASINO	COYOTE CASINO	SENECA GAMING & ENTERTAINMENT	WILSON TRAVEL PLAZA	POINT NO POINT CASINO
CACHE CREEK INDIAN BINGO & CASINO	KOOTENAI RIVER INN & CASINO	SENECA NATION BINGO ALLEGANY	WINSTAR CASINO	QUINULT BEACH RESORT & CASINO
CAHUILLA CREEK CASINO	SHOSHONE-BANNOCK CASINO & HIGH STAKES BINGO	SENECA NIAGARA CASINO	CHINOOK WINDS CASINO & CONVEN- TION CENTER	SHOALWATER BAY CASINO
CASINO MORONGO	GOLDEN EAGLE CASINO	TURNING STONE CASINO RESORT	KAH-NEE-TA HIGH DESERT RESORT & CASINO	SILVER REEF CASINO
CASINO PAUMA	HARRAH'S PRAIRIE BAND CASINO	7 CLANS CASINO	KLA-MO-YA CASINO	SWINOMISH NORTHERN LIGHTS CASINO
CASINO SAN PABLO	SAC & FOX CASINO	ADA GAMING CENTER	SEVEN FEATHERS HOTEL & CASINO RESORT	THE SKAGIT
CHER-AE-HEIGHTS CASINO	WHITE CLOUD CASINO	ARDMORE GAMING CENTER	SPIRIT MOUNTAIN CASINO - OR	TULALIP CASINO AND BINGO
CHICKEN RANCH BINGO & CASINO	CYPRESS BAYOU CASINO	BLUE STAR GAMING & CASINO	THE MILL CASINO HOTEL	TWO RIVERS CASINO & RESORT
CHUKCHANSI GOLD RESORT & CASINO	GRAND CASINO COUSHATTA	BORDER TOWN BINGO & GAMING	THE OLD CAMP CASINO	YAKAMA NATION LEGENDS CASINO
CHUMASH CASINO	PARAGON CASINO RESORT	CATOOSA SMOKE SHOP	WILDHORSE RESORT & CASINO	BAD RIVER LODGE CASINO
COLUSA CASINO	BAY MILLS RESORT & CASINOS	CHECOTAH INDIAN COMMUNITY BINGO	BB CODY'S	DEJOPE BINGO
COYOTE VALLEY SHODAKAI CASINO	CHIP IN'S ISLAND RESORT & CASINO	CHEROKEE CASINO - CATOOSA	BEST WESTERN HICKOK'S	GRINDSTONE CREEK CASINO
CRYSTAL MOUNTAIN CASINO	GREEKTOWN CASINO	CHEROKEE CASINO - FT. GIBSON	BODEGA	HO CHUNK CASINO
DESERT ROSE CASINO	KEWADIN CASINO - CHRISTMAS	CHEROKEE CASINO - ROLAND	BUFFALO BAR & RESTAURANT	HOLE IN THE WALL CASINO & HOTEL
DIAMOND MOUNTAIN CASINO	KEWADIN CASINO - HESSEL	CHEROKEE CASINO - WEST SILOAM SPRINGS	BULLOCK EXPRESS	ISLE VISTA CASINO
EAGLE MOUNTAIN CASINO	KEWADIN CASINO - MANISTIQUE	CHOCTAW CASINO - BROKEN BOW	BULLOCK HOTEL	LAKE OF THE TORCHES RESORT CASI- NO
ELK VALLEY CASINO	KEWADIN CASINO, HOTEL & CONVEN- TION CENTER	CHOCTAW CASINO - DURANT	CADILLAC JACKS	LCO CASINO LODGE
FANTASY SPRINGS CASINO	KEWADIN SHORES CASINO - ST. IGNACE	CHOCTAW CASINO - GRANT	CELEBRITY HOTEL	LITTLE TURTLE HERTEL EXPRESS CASINO
FEATHER FALLS CASINO	KINGS CLUB CASINO	CHOCTAW CASINO - IDABEL	COMFORT INN / GULCHES OF FUN	MAJESTIC PINES CASINO, BINGO & HOTEL
GOLD COUNTRY CASINO	LAC VIEUX DESERT CASINO	CHOCTAW CASINO - MCALESTER	DAKOTA CONNECTION CASINO & BINGO	MENOMINEE CASINO, BINGO & HOTEL
GOLDEN ACORN CASINO	LEELANAU SANDS CASINO	CHOCTAW CASINO - POCOLA	DAKOTA FRONTIER DEADWOOD STAGE	MOHICAN NORTH STAR CASINO & BINGO
HARRAH'S RINCON CASINO & RESORT	LITTLE RIVER CASINO RESORT	CHOCTAW CASINO - STRINGTOWN	DAKOTA SIOUX CASINO	MOLE LAKE CASINO
HAVASU LANDING RESORT AND CASINO	OJIBWA CASINO RESORT	CHOCTAW INDIAN GAMING CENTER	DEADWOOD GULCH RESORT	ONEIDA 54 / ONE STOP
JACKSON RANCHERIA CASINO	OJIBWA II CASINO	CHOCTAW TRAVEL PLAZA - DURANT 1	DEADWOOD GULCH SALOON	ONEIDA BINGO AND CASINO
KONOCTI VISTA CASINO	SOARING EAGLE CASINO & RESORT	CIMARRON BINGO CASINO	DECKER'S	ONEIDA E-DOUBLE-E / ONE STOP
LA JOLLA SLOT ARCADE	TURTLE CREEK CASINO	COMANCHE NATION GAMES	FAIRMONT HOTEL & OYSTER BAY CASINO	ONEIDA IRENE MOORE ACTIVITY CENTER
LUCKY 7 CASINO	VICTORIES CASINO & HOTEL	COMANCHE NATION SMOKE SHOP	FIRST GOLD HOTEL	ONEIDA LUCKY - U / ONE STOP
LUCKY BEAR CASINO	BLACK BEAR CASINO & HOTEL	COMANCHE RED RIVER CASINO	FORT RANDALL CASINO HOTEL	ONEIDA MASON STREET CASINO
MONO WIND CASINO	FOND-DU-LUTH CASINO	CREEK NATION MUSCOGEE BINGO & CASINO	FOUR ACES	ONEIDA RADISSON / ONE STOP
PAIUTE PLACE CASINO	FORTUNE BAY RESORT CASINO	CREEK NATION OKMULGEE BINGO & GAMING CENTER	FRANKLIN HOTEL	POTAWATOMI BINGO CASINO
PALA CASINO	GRAND CASINO HINCKLEY	CREEK NATION TRAVEL PLAZA	FRENCH QUARTER	POTAWATOMI BINGO NORTHERN LIGHTS CASINO
PECHANGA RESORT & CASINO	GRAND CASINO MILLE LACS	CREEK NATION TULSA BINGO	GOLD COUNTRY INN	RAINBOW CASINO & BINGO
PIT RIVER CASINO	GRAND PORTAGE LODGE & CASINO	DAVIS GAMING CENTER	GOLD DUST	ST. CROIX CASINO & HOTEL
RED FOX CASINO	JACKPOT JUNCTION CASINO HOTEL	DUCK CREEK GAMING CENTER	GOLDBERG'S	
RIVER ROCK CASINO	LITTLE SIX CASINO	EUFULA INDIAN COMMUNITY BINGO	GOLDEN BUFFALO CASINO & RESORT	
ROBINSON RANCHERIA BINGO & CASINO	MYSTIC LAKE CASINO HOTEL	FIRE LAKE ENTERTAINMENT CENTER	GRAND RIVER CASINO & RESORT	
ROLLING HILLS CASINO	NORTHERN LIGHTS CASINO	FORT SILL APACHE CASINO	HICKOCK'S SALOON	
SAN MANUEL INDIAN BINGO & CASINO	PALACE CASINO HOTEL	GOLD RIVER BINGO & CASINO	LODE STAR CASINO	
	PRAIRIE'S EDGE CASINO RESORT	GOLDSBY GAMING CENTER	LUCKY 8 CASINO	
	SEVEN CLANS CASINO - RED LAKE	GOLDSBY TRAVEL PLAZA	MIDNIGHT STAR	
	SEVEN CLANS CASINO - THIEF RIVER FALLS			
	SEVEN CLANS CASINO - WARROAD			
	SHOOTING STAR CASINO			

¹ Marszalek, J.F. Sherman: *A Soldier's Passion for Order*, page 400.

² U.S. Census Bureau, <http://www.census.gov/PressRelease/www/2002/cb02cn56.html>

³ U.S. Department of Interior, Bureau of Indian Affairs, Federal Register: December 5, 2003 (Volume 68, Number 234)]

⁴ National Indian Gaming Commission.

⁵ The multipliers used in this report were developed by IMPLAN Professional Software, Analysis, and Data.

Job creation is a principal indicator of what Indian gaming means to the United States economy. There are three types of employment effects. First are the jobs created directly by casinos, ancillary facilities, and other Tribal enterprises, which we'll call primary jobs. Second, are the jobs that are created via income generated from these primary jobs. These secondary jobs create another round of economic activity as Indian gaming workers spend their income on other goods and services. For example, an individual hired when an Indian casino opened a hotel might use their first paycheck to buy a new tire for his automobile. The owner and employees of the local service station, in turn, are likely to spend a part of their additional income at the local restaurant, supermarket or movie theatre. At the end of the day, benefits to the local economy are far greater than the one new job at that Indian casino.

The third type of employment effect is the jobs created as casinos, ancillary facilities, and other Tribal enterprises purchase goods and services as part of their normal operations.

⁶ The 10% increase for 2004 reflects our consideration of revised actuals for 2003 gross gaming revenues of just under \$16.8 billion. In both 2001 and 2002 NIGC has revised its gross gaming revenues upward. We believe this trend will continue and want to reflect it in our forecast.

⁷ Fairbank, Maslin, Maullin & Associates, "Indian Gaming National Survey," March 27 – April 3, 2002.

⁸ In Washington, a referendum on Indian gaming failed but Tribal-State gaming compacts have been approved by the Governor and State Legislature. In Maine, a referendum on a gaming proposal by two Indian Tribes failed, but that was outside the scope of the Indian Gaming Regulatory Act.

⁹ Indian Casinos represent 37% of the national casino industry. NIGA methodology multiplied total national casino visits of 310 million from Harrah's Survey 2004; Election Year Edition, "Profile of the American Casino Gambler." (.37 x 310 Million = 114 million Indian Casino Visits). National per visit average of 5.8 is derived from Harrah's Survey 2004; Election Year Edition, "Profile of the American Casino Gambler."

¹⁰ Based on "The National Survey of Indian Gaming Regulation," July 2001. We assume tribes spent in 2003 the same percentages of total tribal government gaming revenues for Tribal government regulation and state gaming regulation. The \$11 million figure for Federal regulation comes from NIGC budget information.

¹¹ National Indian Gaming Association, *Indian Gaming Regulation report, 2001*.

¹² See note 6.

¹³ Hospitality revenues were estimated at 12% of total gaming and non-gaming revenues based on NIGA estimates and on analysis of Native American Casinos representing 21 state jurisdictions in "The 2003 Cost of Doing Business Report," by Joseph Eve & Company, a CPA firm that performs audits for a large number of Tribes in the United States.

¹⁴ National Indian Gaming Commission, Christiansen Capital Advisors, LLC.

¹⁵ See note 5.

¹⁶ See note 5.

¹⁷ We assume that 7.65% were for the employer portion of Old-Age Survivor, Disability and Hospital Insurance taxes and 10% were in the form of fringe benefits. Federal personal income taxes, which are 15% of, wage income. Federal FICA taxes, which are 15.3% of, wage income. The decline in Federal unemployment benefits was estimated under the assumption that half of the people finding jobs because of the impact of Indian gaming were previously unemployed, and would have received benefits of \$5,000 per year. Thus the total increase in employment is multiplied by \$2,500 to determine the decline in unemployment benefits paid by the Federal government.

¹⁸ State income taxes are calculated by taking the ratio of state income tax collections for all states to the Bureau of Economic Analysis (BEA) estimate of personal income for each state. For this project we used 2.7% for Indian gaming and 3.6% for non-Tribal businesses. The Indian gaming rate is lower than the non-Tribal businesses because Tribal members who live on their own reservations and work for the Tribe is exempt from state income taxes. State sales and excise taxes are calculated by taking the ratio of state sales and excise tax collections, including license fees, in each state to the estimate of personal income for all states made by the BEA. For this project we used 5% overall for the state sales & excise tax rate.

¹⁹ Bureau of Labor Statistics. <http://www.bls.gov/cps/home.htm>

²⁰ Mollison, A. (2003, April). Casinos lift Indians closer to other Americans. The Lufkin Daily, www.lufkindailynews.com.

²¹ Rutter, M., MD (2003, October) Poverty and Child Mental Health. Journal of the American Medical Association, 290 (15), 2063-2064.

²² U.S. Census Bureau. "Survey of Minority-Owned Business Enterprises, American Indians and Alaska Natives: 1997 Economic Census."

²³ U.S. Census Bureau. "Survey of Minority-Owned Business Enterprises, Asians and Pacific Islanders, American Indians, and Alaska Natives: 1992 Economic Census."; U.S. Census Bureau. "Survey of Minority-Owned Business Enterprises, American Indians and Alaska Natives: 1997 Economic Census."

²⁴ U.S. Census Bureau. "Advance Report on Characteristics of Employer Business Owners: 2002 Survey of Business Owners." Provides economic and demographic characteristics for the owners of businesses with paid employees operating in the United States. This is the first survey requesting information about business owners since the 1992 Characteristics of Business Owners (CBO) survey.

²⁵ Tribal-State Compacts between the State of California and the California Gaming Tribes.

²⁶ Tribal-State Compacts between the State of Arizona and the Arizona Gaming Tribes.

²⁷ Based on information on file at the National Indian Gaming Association (NIGA) and from surveys of NIGA Member Tribes, press releases and press reports, NIGA estimates that in 2004 Tribal governments gave more than \$100 million to community and national charities.

²⁸ 25 U.S.C. sec. 1451.

²⁹ www.ihs.gov

³⁰ <http://naihcn.net/research/index.asp?bid=550>

³¹ www.census.gov

³² See note 27

³³ Greenfield, L.A. and Smith, S.K. (1999). *American Indians and Crime* (U.S. Department of Justice, Bureau of Justice Statistics, NCJ 173386) <http://www.ojp.usdoj.gov/bjs/>.

PHOTOS COURTESY OF:

Catawba Indian Nation
Forest County Potawatomi Community
Gila River Indian Community
Hoopa Valley Tribe
Mashantucket Pequot Tribe
Mohegan Tribe of Connecticut
Morongo Band of Mission Indians
Mille Lacs Band of Ojibwe
Oneida Nation of Wisconsin
Pechanga Band of Luiseño Mission Indians
Potawatomi Traveling Times
Prairie Island Indian Community
Pueblo of Acoma
Pueblo of Isleta
Pueblo of Sandia
Shakopee Mdewakanton Sioux Community
Sycuan Band of Kumeyaay Nation
Tulalip Tribe
Viejas Band of Kumeyaay Indians
White Mountain Apache Tribe



**NATIONAL
INDIAN
GAMING
ASSOCIATION**

Rebuilding
Communities
Through Indian
Self-Reliance